Sai Krishna Deepak Maram

Interests

Cyber Security, Computer Networks, Reinforcement Learning, Algorithms

Education

2012–2016 Bachelor of Technology, Computer Science and Engineering.

Indian Institute of Technology, Bombay Honors in Computer Science GPA: 8.91/10

2012 Higher Secondary Examination, 93.20%.

Narayana Junior College, Hyderabad

2010 Matriculation Examination, 92.67%.

A.G.K. MPL School, Gudivada

Publications

SEFM'16 Incentive Stackelberg Mean-payoff Games, IIT Bombay, [paper] [tool].

Anshul Gupta, Sven Schewe, Ashutosh Trivedi, Maram Sai Krishna Deepak, Bharath Kumar Padarthi Solving Mean-payoff games(MPG) is an important problem in the area of formal verification. Work involved introducing and studying incentive equilibria for solving multi-player mean-payoff games(MMPG). Incentive equilibria are a kind of generalization of Nash equilibria and Stackelberg equilibria. I have implemented a tool to solve MMPG and used it to show that incentive equilibria perform significantly better than other equilibria.

Industry Experience

July'16 - Oracle WebLogic Server, Oracle, Bangalore.

Ongoing Guide: Yamini K.B.

Part of the ZDT(Zero-Downtime Patching) and Config teams of the Oracle WebLogic Server(WLS). The ZDT feature for WLS ensures no down-time even as patching takes place. Config team deals with the Management Layer(Java Management Extensions[JMX]) of WLS. Currently, the work involves getting familiarized with code base by developing the unit testing framework of the same.

Summer 2014 Bid Automation in paid search, Housing.com, Mumbai.

Industry Internship, Guide: Prateek Bhandari

We modeled an algorithm that optimizes the bids placed on ads displayed in Google Search Engine using Google AdWords API. The algorithm is modeled around factors such as the number of Clicks the keyword has generated, Cost it incurred and Impressions. We have further enhanced the algorithm to adjust bids placed on a keyword according to the demand supply data of the area corresponding to it.

Research Experience

Summer 2015 SCION: Next generation Internet Architecture, ETH Zurich, [talk].

Research Internship, Guide: Prof.Adrian Perrig

SCION is a new Internet architecture designed to provide route control, failure isolation and explicit trust information for end-to-end communications. My task was to devise attacks on SCION. Initially, I conducted a literature survey studying DDoS attacks such as coremelt, crossfire to understand different attack categories. In the end, I successfully designed a brute force attack using MAC of the Opaque field used in SCION. I have suggested defenses for this attack in which we increase the attack complexity by using longer MAC fields. I have also given a talk to the Network Security group based on these findings.

Summer 2015 Efficient path-revocation system for SCION, ETH Zurich.

Research Internship, Guide: Prof.Adrian Perrig

I was involved in a project to develop an efficient and secure path-revocation system for source-controlled routing architectures like SCION. I have developed SCION-DSE, a discrete event simulator useful to run simulations of SCION. Using SCION-DSE and SSFNet (BGP simulator), I devised experiments to show that SCION achieves 45x lesser packet overhead and a slightly better convergence time than BGP.

Spring 2015 Wireless Bit-rate adaptation algorithm: Minstrel, IIT Bombay, [report].

Research and Development Project, Guide: Prof. Mythili Vutkuru

We tried to experiment with the 'LookAroundRate' parameter of the Minstrel algorithm which is used to adapt the bit-rate to the current wireless channel conditions using a network simulator, ns-3. Although we found some benefits in throughput and delay by varying look around rates, they were not substantial enough to pursue further research. As part of this project, we also formulated bit-rate adaptation problem as an instance of the Multi-armed bandit problem.

Fall 2015 Modeling information flow for cloud security, IIT Bombay.

Research Project, Guide: Prof.R.K. Shyamasundar

I was involved in developing a new information flow model RWFM - Readers Writers Flow Model. RWFM uses explicit readers and writers that provides an intuitive label model for capturing relationships and constraints of information flow. We tried to apply this model to Cloud Systems such as Hadoop. We started the work in this direction but could not get anything substantial because of inexperience in Hadoop.

Talks

Summer 2015 DDoS attack on SCION and SCION Discrete Event Simulator.

ETH Zurich [slides]

Fall 2014 Algorithms for solving Parity Games.

IIT Bombay [slides]

Honors and Awards

• Secured All India Rank 12 in IIT-JEE out of 5,00,000 students	012
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• Secured All India Rank 36 in **AIEEE** out of 11,00,000 students 2012

• Secured All India Rank 14 in **ISAT** and All India Rank 18 in **VIT-EEE** 2012

• Recipient of KVPY scholarship and have attended VIJYOSHI Camp 2012

 \circ Awarded merit certificate for being in top 1% in National Standard Examination - Astronomy 2011

Other Projects

Spring 2016 Detecting Malicious Android Apps using ML, Network Security, Machine Learning.

Guide: Prof. Bernard Menzes

Over a dataset consisting of a mix of benign and malicious applications, we applied Unsupervised Learning techniques to classify apps. Choosing app permissions as features, we use K-means clustering to cluster the apps. Following this, kNN is then used to classify whether a cluster is malicious or not. Owing to a limited data set, the results are inconclusive. [reference]

Spring 2016 **Arcade Learning Environment**, Reinforcement Learning.

Guide: Prof. Shivaram Kalyanakrishnan

As part of a course on Reinforcement Learning, we developed agents to solve maze games in Atari 2600 - Pacman, Bank Heist and Amidar. Using tailor-made algorithms for the 3 games, we have achieved better performance than that published in the famous DQN(Deep Q-networks) paper.

Spring 2015 **OS Simulator**, *Operating Systems*.

Guide: Prof. Dhananjay M. Dhamdhere

We have designed and implemented data structures and algorithms for managing page tables, page faults, Memory Management Unit(MMU), directory structures, and file space allocations.

Fall 2014 Web portal for food orders.

Guide: Prof. Nandlal L. Sarda

We developed a web interface for managing food orders of a company by modeling entities such as Users, Sellers, Orders using ER diagrams. Further, we deployed this using Apache Tomcat server with PostgreSQL as back-end and JSP as front-end.

Spring 2013 **Tetris**.

Guide: Prof. Amitabha Sanyal

We have implemented a Tetris player using functional programming language, PLT Scheme. We used minimax algorithm to guess the best possible move for the player at any stage.

Course Work

Technical skills

• Languages: C, C++, Python, Java, Bash Scripting

Other: HTML, CSS, LATEX, JS, SQL, PHP

Teaching

Fall 2015 Department Academic Volunteer Program.

Data Structures and Algorithms

The program is designed to help sophomores with the basics of Data Structures and Algorithms. Served as a tutor and held weekly sessions to help out the students.

Spring 2016 **Teaching Assistant**.

CS101: Computer Programming

Worked as a TA for the CS101 course aimed at fresh under graduate students of all departments. Helped in conducting the lab sessions and setting questions for weekly labs, examinations.

Interests and extra-curricular activity

- Worked as a member of Insight(IIT-B newsletter) under the article Mission and Vision of IIT
 Bombay and wrote a sub-article for the same
- \circ Bagged 1^{st} place in district level Chess competition under Sub-Junior Category at the age of 7 and represented my district in State level Chess Competitions for four consecutive years.
- \circ Designed a Wireless Controlled Bot for a competition XLR8 that bagged 1^{st} place in our hostel in 2012
- Interviewed various people such as a temple priest and students of various ethnic backgrounds on the topic of *Religion* as part of Sociology project

References

Adrian Perrig

Mythili Vutkuru

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IIT Bombay

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Ashutosh Trivedi

Assistant Research Professor
University of Colorado Boulder

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